

Ambush!



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3 to 4 Heroes = 3 Abominations

5 Heroes = 4 Abominations

Place the appropriate amount of Abominations furthest away from the Heroes. The Abominations may attack immediately.

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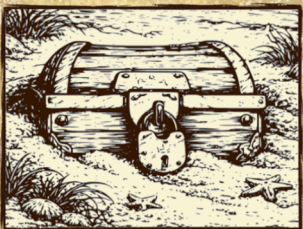
Abomination Bounty



A solemn decree has been issued: Abominations must be destroyed wherever they are found.

While you are traveling Shipwreck Cove, each Abomination that is defeated rewards 25 gold coins.

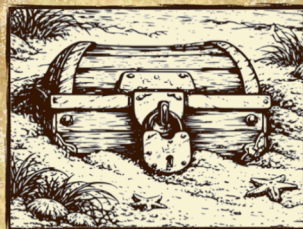
Buried Treasure



A weathered chest lies buried where the tide once ruled. Draw a Treasure card and resolve it. If a Wandering Monster is drawn, use the rules of the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.

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Calm Waters



The waters here are strangely clear, untouched by rot or salt. You kneel at the edge and drink. You regain 1 Body Point.



Crashing Wave



A thunderous roar rises from the sea. Before you can react, a towering wave surges over the shore, knocking you into the sea.

You lose your most expensive potion that is not an artifact or relic.

Dragged Beneath



Without warning, something seizes your leg and pulls you into the crashing surf. The cold sea closes overhead as you struggle against the unseen grip.

With a desperate effort, you break free and stagger back to shore — soaked, shaken, and wounded.

You lose 1 Body Point as you escape the water.



Dreadblade



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	4	4	3	3

Summon Undead

You come across the infamous Dreadblade. Place the enemy on the square furthest from the Heroes. Dreadblade may then immediately start their turn.

Reward: 1 Relic Coin

Drowned Dead



Shapes stir beneath the dark surf. Waterlogged forms drag themselves from the tide, their weapons rusted and their movements slow but relentless.

Place 2 Skeletons on the squares furthest from the Heroes. The Skeletons may then immediately start their turn.

Friendly Fishermen



Seeing your weary march, a pair of fishermen offer cautious smiles and share what they know of the coast ahead.

Draw a Journey event card. You may either choose to keep it and resolve it once you have reached the next Journey tile or discard it now.

Omen in the Sky



A crimson moon burns across the sky. The wind grows still, and even the bravest feel its warning.

Reshuffle all discarded Journey cards back into the Journey deck.

Draw 2 Journey cards and resolve them both.

Salvaged Supplies



Scattered across the ship wreckage you find a cache of untouched supplies. All Heroes may either draw a Treasure card or an Alchemy card. If a Wandering Monster is drawn shuffle it back into the deck and draw again.

Smuggler's Toll



You come across mercenaries demanding 20 gold coins from each party member. In order to pass the party must decide to pay the gold or attack them.

If you decide to attack, place 1 Crossbowman and 1 Swordsman on the squares closest to any Hero.

The Heroes have the element of surprise and may attack first.



Sudden Squall



Without warning, dark clouds roll across the horizon. Wind howls through the cove as rain lashes the shore and waves crash violently against the wreckage.

Sand stings your eyes and footing becomes treacherous. For a time, progress slows. The Journey take 1 additional day.

The Cursed Chest



An iron-bound chest rests where the tide could not claim it. Yet a chill lingers in the air, waiting for the price to be paid.

Draw a Treasure card then roll 3 combat dice. For each Skull rolled you take 1 Body Point of damage.

Ignore Wandering Monster or Trap cards.



The Journey



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